SNS-FL-USA

SPACE FOOTBALL

ONE ON ONE ©

INSTRUCTION BOOKLET

Printed in Japan

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

Welcome to **Space Football One-on-One**™ the fastest sport in the universe! Hover across bizarre anti-gravity arenas in a test of high-speed accuracy and raw power. Snare the floating hoverball and race to the endzone before you impact a magnetic-flux field or get blasted by your opponent's shells.

Choose from a variety of levels of play and get set for the meanest action this side of the Crab Nebula! Hop into your RetroGrav, power up, and take on tough robotic warriors (vs. the computer), or challenge your friends to the ultimate one-on-one test of skill! Conquer 32 stages of intense gameplay to become the greatest athlete in known space!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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LICENSED BY Nintendo

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MADE IN JAPAN

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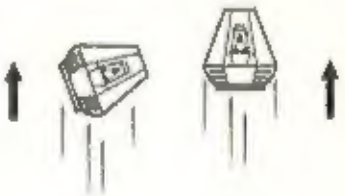
SAFETY PRECAUTIONS

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system breakdown.
- Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cartridge from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 to 20 minutes every two hours in order to avoid strain in your vision and general health.

SPACE FOOTBALL CONTROLS

Control Pad - **Left** and **Right** turns your ship in those directions. **Up** on the control pad is used to Track the hoverball. You cannot move while you are tracking the hoverball.

L Button/R Button (on top of the Controller) - Operates the Supersteer function. This works the same as the **Left** and **Right** arrows on the control pad, but it can also enable you to move your ship "sideways". You can track your opponent while moving sideways by using the Supersteer function in the following manner:



Start moving, then press the **Left** or **Right** and also one of the Supersteer buttons while accelerating.

As your opponent moves downfield, you can continue this form of lateral movement, thereby disrupting his game (see illustration). If your shot hits your opponent while he is carrying the ball, he drops it. This is a valuable technique to master the game!

Start - Pauses the game.

Start, Select, L Button, R Button - Pressed simultaneously, resets the game to the beginning.

Y Button - Fires missiles at your opponent or makes you throw the hoverball (if you are holding it).

A Button - Reverses the direction of your ship.

B Button - Accelerates the speed of your ship.

PLAY BALL!

Place the Space Football Game Pak in your Super Nintendo Entertainment System and turn the power on.

When the title page appears you are given the choice of pressing the **Start** or **Select** Buttons. Press **Start** to begin playing one-on-one with the computer. Press **Select** to bring up the Options page and customize the game by changing options or to play one-on-one with a friend in the 2-player mode.

To view the action of the game on the "Split screen", press the **X Button**. This shows Player 1's view on the top portion of the screen and the computer's or Player 2's view on the bottom of the screen. If you do not press the **X Button** at this stage, the game automatically defaults to the full screen view (when playing against the computer).

Pressing the **Y Button** on the Options page turns off the music and leaves the sound effects on only.

Pressing **Left** or **Right** on the control pad changes the "player" that can be used for a particular class (1 of 4 for each class.)

Pressing **Up** or **Down** on the control pad changes the class of the player. The three classes of players are slow speed, medium speed and fast speed. The different classes of players will modify your craft's performance.

Pressing the **A Button** during the Options screen will bring up a summarized Help Screen.

TWO PLAYER MODE (ONE ON ONE)

To select the 2-Player competition mode, choose the Options page (by pressing **Select**) and choose a "human" opponent (by pressing **Up** or **Down**) on controller number two.

After selecting all of the options you want, press the **Select** Button again and go to the Select Level screen.

The number located immediately under "Select Level" is the number of that level.

Press **Up** or **Left** to go to the Change Mode.

Press **Up** or **Down** to change the number of the level.

Press **Left** again to go into the "Enter Level Secret Code".

You can choose between Levels 1 and 2, but to skip to the higher levels (there are 32 levels in this game!), you must enter the correct pass code that is given to you on the title screen of the game.

To receive a new level pass code you must defeat the computer and advance to a higher level. Once the computer beats you in a match, the title screen automatically reappears with the code that you earned. Write it down for future use and return to the game at the last level that you completed.

GET READY FOR ACTION!

The object of **Space Football** is to grab the floating hoverball and make it to your endzone. Sounds easy? It gets tougher . . .

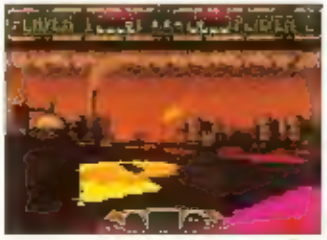
Your opponent is trying to do the same thing as you, so there's going to be a constant struggle for the ball. Remember, these struggles are done at top speed and with guns blazing! Keep in mind that colliding with the other craft takes away some of your power. Lose enough power and your craft is destroyed.

Power is measured by how many "Hearts" you possess. Slamming into a Force Wall takes away power too, so be careful around the yellow barriers (you can't pass over or through a Force Wall). You can recover lost hearts, however, by driving over Powerups that appear in scattered places across each playing field. After scoring a goal, all power levels are returned to normal.

Other obstacles include nasty Spincycles that can send your ship careening across the arena and Magnetic Force Field Arrows that can slow you to a crawl or shoot you right into the nearest wall! Try to use these arrows to speed you along your desired destination.

Remember, with every level you defeat, a greater challenge awaits you at the next level!

Special Note: You will perform better in the higher levels with a faster ship.



GAME CHARACTERISTICS

Your ship's firepower is measured by the number of "Bullets" that appear on the screen (under the Heart line). If you choose to rapid-fire at your opponent, your bullet line will decrease quickly, making for short range only attacks. If you fire sparingly, with enough time to let the bullets rebuild on the line, your shots will travel further and cause more damage.

TACTICS NOTE: A small green monitor screen is set in the middle of your cockpit's dashboard. This screen will flash a red light when your opponent has possession of the ball!

GAME CHARACTERISTICS

Select Stage Screen - Within the rotating maps that show the layouts of the playing fields, there are symbols for the obstacles and items that will be encountered. These are:

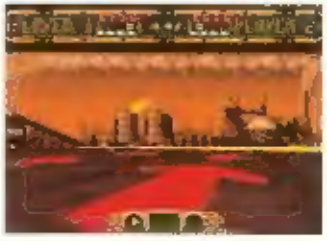
Green, Purple, Red or Light Blue Dots - Force Arrows
Large Yellow Dots - Powerups
Small Yellow Dots - Jumps
Yellow Lines - Boundary Markers

The Blue area is Player #1's side of the field.
The Green area is Player #2's side of the field.
Get a good mental picture of the playing field before you start a match to have an extra edge!

On The Field of Play:
See the second page of the Help Screen for further details.
Yellow circles are "**Speedups**". Passing over a Speedup moves your craft immediately up to full speed but may cause turbulence in the handling of your ship.

The yellow letter P's are the "**Powerups**". When you are low on energy, drive over one of these to increase your power to maximum.

"**Magnetic Force Field Arrows**" are scattered across the field. If you drive over one of these, your craft will be pushed in the direction the arrows are facing. These arrows come in many different colors. You can use these as quick getaway devices!



THE GOALS

The Goal Post which Player 1 must use to score a touchdown has a goal sign that is blue. Player 2's goal sign is grey. When either player has the hoverball, their goal sign glows yellow.

To "Track" the location of the hoverball, press **Up** on the control pad. You will not move while performing this function. The tracking will point your ship in the direction of the ball. Once you have captured the hoverball, press the **Up** to track your goal sign (if you cannot find it), on the field.

IMPORTANT NOTE: You can only hold the hoverball for approximately 4 seconds before your ship automatically releases it. The hoverball changes colors to show you just how long you have left to hold it. It first turns green, then glows yellow, then finally turns red before you lose it. If you cannot score a goal in the time that you have the ball, try to launch it in a direction that will benefit you the most.

There is also a chance that the ball can be knocked off the playing area! When this happens, the ball is declared out and the word **OUT** appears on the screen and the play resumes similar to after a touchdown is scored.

WINNING THE GAME

Winning The Game

When playing against the computer, the winner is the one with the most goals scored in the five minute time period, or the first player to score five goals. If your craft is destroyed (by losing all of your power to impacts, enemy fire, etc.), there are no winners.

You can only advance to higher levels by beating the computer. Good luck Players!

LIMITED WARRANTY

90-DAY LIMITED WARRANTY

TRIFFIX ENTERTAINMENT INC. ("TRIFFIX") warrants to the original PURCHASER that this TRIFFIX Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRIFFIX will repair or replace the PAK, at its option, free of charge. Repair or replacement of the PAK, free of charge, (except for the cost of returning the cartridge) is the full extent of our liability.

To receive this warranty service:
1. Notify Triffix of the problem requiring warranty service by calling (514) 737-3058. Our service department is open from 9AM to 3PM Eastern time, Monday through Friday.
2. If the Triffix service adviser is unable to solve the problem by phone, he/she will provide you with a return authorization number (RMA) and service depot address. Simply record this RMA number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90 day warranty period.

This warranty shall not be applicable and shall be void if a defect in the PAK has arisen through abuse, unreasonable use, mistreatment, neglect or tampering. In addition, this warranty is not applicable to normal wear and tear. THIS WARRANTY IS IN LEIU OF ALL OTHER OBLIGATIONS, LIABILITIES, EXPRESS OR IMPLIED WARRANTIES OF TRIFFIX. IN NO EVENT WILL TRIFFIX BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES CAUSED BY THE PRODUCT OR FOR MORE THAN THE REPLACEMENT OF THE PRODUCT.

Some jurisdictions do not allow limitations on the length of an implied warranty or the exclusion or limitation of damages, so the above limitation may not apply to you. This warranty gives you specific legal rights and you may also have other rights which may vary from jurisdiction to jurisdiction.

If the PAK develops a problem requiring service after the 90 warranty period, you may contact the Triffix service dept. at the phone number noted above. If the Triffix service representative is unable to solve the problem by phone, he/she will advise you of the approximate cost for Triffix to repair or replace the PAK and provide you with a return authorization number (RMA). Record this number on the outside packaging of the defective PAK and return the defective PAK, (FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE) to TRIFFIX. Remember to enclose a money order payable to Triffix Entertainment Inc. for the cost quoted to you.

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